

Java

```
class Solution {  
    public int minTimeToReach(int[][] moveTime) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[][]} moveTime  
 * @return {number}  
 */  
var minTimeToReach = function(moveTime) {  
  
};
```

TypeScript

```
function minTimeToReach(moveTime: number[][]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minTimeToReach(vector<vector<int>>& moveTime) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinTimeToReach(int[][] moveTime) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minTimeToReach(moveTime: Array<IntArray>): Int {  
    }  
}
```

Go

```
func minTimeToReach(moveTime [][]int) int {  
}
```